

4000AD

Variant Game Designations

BATTER.....UP

Some people, even in this country, seem to just ignore or forget variants. One GM who wanted to cut costs by eliminating trades retained only two -- with Von Metzke and Buchanan, for the sake of numbers and archives. He simply forgot about variant

numbering, although when I reminded him he was willing to continue our trade...))

Rick Brooks, RR#1 Box 167, Fremont, Ind. 46737

"In our TSC series ((of Anarchy style Diplomacy variants)), we drew cards for countries. We divided the board into ten regions and couldn't take more than one from a region. For example, TSC-6 -
March is Be Kind to Edi Birsan Month -- really! -----

Chuck Miller has Spain, Mun, Nap, and Con, Lee Henderson had Lon, Bel, Mar, and Sev, while I had Lpl, Kie, Mos, and Nwy. In TSC-7, Chuck had Mun, Ber, Rum, War, Rom, and Ser, Lee had Bud, Edi, Ven, Gre, Sev, and Kie, while I had Swe, Spa, Mar, Bul, Tun, and Bel with the first four declared home supply centers on the Winter 1900 move.

"In TSC-8, we ran into a problem. Chuck got Nwy, StP, and Mos (random draw as memory serves), Lee got Gre, Rum, and Ven, I got Bul, Ber, and Tri, John Kline got Rom, Swe, and Bel. However Barry Lyon was unfortunate enough to draw Vie, Mun, and War and was crippled without fleet capacity.

"So, we sat down and drew up eleven sets of centers, namely:
(1) Ser, Nap, Bre, (2) Smy, StP, Lpl (John) (3) Con, Rom, Bel (4) Sev, Ven, Kie (Lee) (5) Gre, War, Edi (Chuck) (6) Rum, Mar, Swe (7) Vie, Tun, Lon (8) Bud, Spa, Hol (9) Ank, Por, Ber (10) Tri, Mos, Den (11) Bul, Par, Nwy (me). All tried to have at least one Atlantic and one Med center. In one Spain counted as both while Por balanced off isolated Ank.

"In all games, we used the Lebling variant with all neutral centers armed. This was especially effective in TSC-9 where only Lee (through an error) could gain a center without help. Interchanging Ven and Rom could prevent this in future games. I suspect two or three players could lead to a slow start in the 9 variant. But I'd like to see it with ten or eleven players.

"I still want a GM for a Foundation Game. Hell it doesn't look as difficult as most AH type games."

((Let's take the last first. Anyone who wants to play a variant but cannot find openings should try James Massar, Andy Phillips, Herb Barents, Joe Angiolillo, or Conrad von Metzke. These five will generally run any variant that interests them as long as enough players can be gathered. This is especially true of James and Joe, who flatly state that they'll run any variant if a couple people show interest.

The Anarchy IV rules are designed to avoid some of the problems you had, Rick. However, they should be changed so that no player has two centers within three spaces of each other, not two. In 73Adi you'll notice that players who had centers within three of each other have generally gotten off to a good start, while those who do not (especially Schwass) are in trouble. I also added a rule that at least two of the three home centers had to be coastal. All the sets you chose are in accordance with the above criteria.))

Three persons have paid for the postal Starlord game I will be GMing, and two more have expressed interest. A short review of the game may appear later.

The fourth issue of Dick Vedder's El Dorado arrived recently. This includes center charts for completed games and Dick's VEGA variant rating system. Subs are 4 issues (each 10-12 pages) for \$1 from Dick at 11940 Adorno Pl, San Diego, Calif. 92128. ED appears approximately quarterly.

Who's Who

The Institute for Diplomatic Studies (read Larry Peery) is going to publish a Who's Who in Postal Diplomacy. The following are instructions and questions for organizing information to be submitted to PO Box 8416, San Diego, Calif. 92102.

1. Fill out the Questionnaire, wherever applicable, completely. Parts A and B should be filled out by everyone. Parts C, D, and E are optional.
2. Please check your answers for completeness and accuracy. Be especially careful with Boardman Numbers, and magazine titles. We cannot check your answers so you are on the Honor System.
3. If a question does not apply enter N/A.
4. Please number all questions and answer them in order. You need not return this form but please type, if possible, all answers.
5. For those not wishing to list all games played, or all articles, or whatever, please indicate by an ETC. that some information has been omitted.
6. This form must be returned by April 1, 1973, for inclusion in the first edition. However, please do not wait until the deadline but return them immediately.

A. VITAL STATISTICS. 1. Name 2. Permanent address 3. Mailing address 4. Vital statistics 5. Occupation 6. Education 7. Marital status. B. PLAYING CAREER 8. Date began playing postal Diplomacy 9. Number of postal Diplomacy games started/completed 10. Boardman number and positions played in completed games 11. Boardman number and positions played in games won 12. Personal country preference list 13. Magazines played in 14. Articles written C. PUBLISHING CAREER 15. Date began publishing regular postal Diplomacy magazine(s) 16. Magazine(s) published 17. Type of magazine published 18. Frequency of publication 19. Number of pages in average issue 20. Circulation: low/high/average issue 21. Method of printing 22. Boardman number(s) of game(s) started/completed 23. Features D. GAMESMASTERING CAREER 24. Date began gamesmastering regular postal Diplomacy game(s) 25. Gamesmaster of Boardman number games (sic) 26. Magazines games carried in 27. Personal or magazine house rules published in (sic) E. ORGANIZATION CAREER 28. Clubs, Organizations 29. Official positions held (dates) 30. Honors

That's all. Some of the questions are pretty ambiguous -- you'll just have to decide what Larry wants for yourself. I see that variants are ignored, as usual. I don't know whether the Who's Who will be worth all the effort Larry will put into it, but I'm willing to send along the information if he wants to do the work.

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Xenogogic Vol. 6 No. 1, the first issue in the new quarterly offset format, arrived a few weeks ago. This issue is definitely not worth \$1.25 (or \$5/year). There are a few good articles, such as "The New Games and the Free Form Historical Simulation" by Jack and Cathy Greene, but some of the others are wasted space. Some of the material is of reasonable quality but does not apply to gaming -- letters from Margaret Chase Smith and Lyndon Johnson, and an interview with Daniel Ellsberg, just don't have enough to do with gaming to say so. Larry Peery apparently has some knowledgeable gamers lined up for writing articles, but none of them made it into this issue. Wait and see what develops.

There may still be a few openings for players in the Tri Theta Epsilon exercise using the Cold War rules. The game fee is \$15.00. Contact Larry for more information.

Michigan Diplomacy by Robert Beasecker recently appeared in Boast #26 (Herb Barents, 157 State St., Zeeland, Mi. 49464) and Yggdrasill Chronicle #18 (Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080). There are games open in each, but only to Michigan players or by invitation so I won't list particulars here. Regular rules are used, with sea movement in the three lakes surrounding Michigan as well as in part of Lake Erie. There are seven "powers", two in the UP and five in the Lower Peninsula, with 33 total center. Both postal games should include some great press releases.

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A number of articles concerning variants have appeared recently. In Hoosier Archives 105 my article Simple Diplomacy Variants covered most of the variants which use the regular board and rules with only one or two modifications of the latter. In Marcus #10 Blair Cusack's article extolling the virtues of the Youngstown Variant appeared, and in #12 my rebuttal, that YV is not better than regular Diplomacy, and certainly has no chance of replacing it, appeared. The Michigan Gaming Review #2 included Steve Langs' article concerning stalemate positions in the Youngstown Variant. HA is available from Walt Buchanan, RR 3, Lebanon, Ind. 46052. Marcus comes from Mark Weidman (address page 1). MGR 2 is available from Paul Wood (address above) for 30¢, and includes a number of other wargaming articles such as a North Sea Variant for Jutland.

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A few issues ago I mentioned that I'd like to appoint a backup man in case I am ever unable to continue assigning variant game designations. Richard Hull, Rick Brooks, and Dick Vedder all volunteered, I am happy to say, and since Richard publishes a 'zine and trades with all variant publishers, he is best suited to act as backup. Since only one number is assigned per week, on the average, I do not feel that we need to maintain weekly contact like Conrad Von Metzke and Fred Winter do. If Richard doesn't hear from me within 10 days of a BI deadline he'll write me, and if he doesn't hear anything in another week, he'll assume responsibility for the numbers. Doubtless if I find the numbers too burdensome I'll arrange for an orderly transfer, but emergencies can occur.

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Paul Wood and John Van De Graaf (address above) have openings for Kriegspiel Diplomacy for \$2 plus a subscription to Yggdrasill Chronicle (14/\$2). Players will only receive move reports for their own units. I do not know whether players will be notified when another's unit enters one of their spaces -- I don't think John and Paul have thought out all the rules yet, as they may have come up with the idea independently.

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Sometimes the layout of BI suffers because I type (and print) each issue over a stretch of a week or so, and this is no exception, though more because most of it is done while I'm at home on vacation and my organization suffers while I'm here. Once in a while I may continue an article three or four pages later in the issue, but be assured that it is continued somewhere farther on unless I state otherwise.

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I recently received the more complete version of the rules for Fred Winter's 11-man variant. This edition is much more clear and complete than the edition reviewed in BI. A game is open with a game fee of \$2. Box 604, Madison, Wis. 53703.

BURT LABELLE: I'll reply to your question in Pellucidar, and the questions of your player, concerning the YV, right here. I don't know, but I assume that the designers of the YV were interested in designing a good game, not a realistic game. It was more practical to ignore the New World rather than adding all that territory, especially the oceans, and those extra players. For anyone who wishes to play a world-wide variant Imperialism VIII can be obtained in photocopy from me. I believe someone named Tucker, and either Koning or Smythe, designed the YV. Stan Wrobel knows for certain.

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Anonymity III

First a bit of history is in order. Anonymity I, designed by Don Miller and GMed by him in his various 'zines', is quite different from A III. The players did not know who each other was. Negotiations took place solely through press releases, and black press was allowed. As you can imagine, this created some interesting situations, and players established codes for identifying their own press by deliberately misordering units, or ordering non-existent units, and noting those moves with their press. This was not done immediately, probably because the players didn't realize that Miller would print the bad orders for non-existent units. In the only game I "watched," two of the players who lived in the same city found out that they were in the game together, and after that it was no contest. Anonymity II worked the same way, except that black press was not allowed. No postal sections of this game have been played, though John Boyer started a fake section in Impassable. The idea for Anonymity III also comes from Don Miller, who discussed a number of versions of Anonymity with his players before settling on the black press game. I have written the following formal set of rules.

1. The 1971 rules of Diplomacy will be used with the following exceptions.
2. The GM will notify each player of the country he is playing. He will also send in a group identical statements for the other six countries. Thus only the GM knows who is playing which country, although each player knows his own country and knows who the other players are. The GM will make every effort to see that the veil of anonymity is not broken. This means that black press will be used, so that the geographical position of the dateline has no significance. References in press which might indicate the country a player is playing will not be printed. Orders for non-existent units will not be printed. Illegal orders for units will not be printed, although of course the GM will have to note that a unit was ordered illegally. It will probably be possible to convince another player that you are indeed playing the country you say you are, but it will take time and sacrifice.
3. Victory criterion is 19 units on the board.
4. Even after a country is eliminated, the player may stay in the game and try to convince other players that he is playing some other country, whatever his reasons might be (revenge?).

I had a hell of a time trying to express the above clearly, and I only hope I've succeeded. Right now we have Jordan, Hilliker, Eynon, and Bart signed up for this game. Schwass has 50¢ credit (I had to use his deposit and Roseman's for sub extensions. Let's fill the game up, guys.

Wargaming is Just a Goddam Hobby (cont)

Since I began this many weeks ago I have heard of a number of other publishers who have commented on the same phenomena, though I have not read any of their articles. I understand, however, that some people make a differentiation between those who play for fun and those who play for "blood;" as the term is used in chess circles. This is not the same as the difference between the "pros" and the "hobbiests." One of the characteristics of the old-time "fun" players is their garrulity. They like to write press releases and like to discuss anything that comes to mind in letter columns and personal letters. The Orange discussions in Stab are the most well-known example. Conrad von Metzke is probably the most instructive example of the old-time player. The old-timers (doubtless they appreciate being called that!) didn't care much who won the game; they were more interested in what went on during the game in press releases, etc. Most games nowadays include at best one or two of the old-time players, so few games have the "character" of old-time games. Bob Ward, another old-timer, recently expressed the opinion that players are often more skilled than the old-timers were, and from what I know I have to agree. Some really strange things happen in early games, and while you can see the same things today, it's in novice games, not games with "veteran" players.

There are three groups, then, two being subgroups of the "hobbiests" rather than separate groups. First there are the "fun" players who are also hobbiests. There are not too many of these left, to the chagrin of many. Then there are the "hobbiests" who play for "blood". Most of the people who entered the hobby from perhaps 1969 to the distribution of the "Play Diplomacy By Mail" flyer belong to this group, which also includes the bulk of the publishers and well-known players. These people are more interested in the outcome of the game than in "incidentals", but they realize that, while the game is pretty important to themselves, it is not so important to the GM, and they are not much bothered by delays as long as they do not become chronic. Finally we have the "pros" who don't seem to realize that, while the game is quite important to them, it is not to the GM. They expect the GM to get his part done on time and to the best of his ability, just as they (usually) get their moves in on time and play to the best of their ability. Perhaps they can't separate their own motives from the motives of others who are not playing the game. The players in the last two categories seldom write press releases or bother to discuss the game.

There is a corollary to WIJAGH. That is, if the fire's too hot, stay out of the kitchen. In other words, even though wargaming is a hobby, I do not think this can be used as an excuse to become overinvolved and then to drop out. There is no excuse for letting one's emotions carry one away, so that one joins too many games or GM's more than he can handle. Anyone who plays Diplomacy and sticks with it should be intelligent enough to be aware of his limitations, yet many don't seem to be. Examples of gamers who became overinvolved are legion. Larry Peery is one example, and perhaps Rod Walker another, that should be familiar to most of you. Don't decide that you can increase your activity because, if it gets to be too much, it's only a hobby and you can always drop out. Anyone who looks at the hobby so irresponsibly shouldn't be publishing, or even playing, to begin with. Don't accept responsibility unless you are 95% sure you'll be able to fulfill it. ((This is especially

directed toward some MOW people.))

73Adi Winter 1901

Keller's move Tyr-Tri should have been underlined. He does not get Ven, and Eynon's Ven-Tri also fails and he does not take Tri. Players were all notified.

Bel-StP-Vie (Sleight) Even
Bre-Con-Swe (Jordan) (B) F Con
Den-Par-Sev (Wood) (B) A Sev, F Den
Edi-Gre-Ven (Eynon) A Ser (R) Bul. (B) A Gre
Hol-Liv-Tri (Hull) (B) A Liv, A Tri
Kie-Smy-Spa (Schwass) Even
Mun-Por-Rom (Keller) (B) A Rom

Wood's country is Waka, and Hull's is Catnipperatz. Any other? Deadline is April 6 at noon at 329 Twin Towers, Albion, MI 49224. I won't be there the next day, so don't take chances with late moves.

Time-shift Diplomacy

1. Regular 1971 rules of Diplomacy are used except as follows
2. Victory criterion is 19 units on the board.
3. There are three variations A) 1901 is of normal length B) 1901 may also be time-shifted C) Only the GM knows how many seasons a year will last. In all three versions, the number of move seasons in a year will be determined at random, with an equal chance of having one, two or three move-seasons in a year.

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Here are a couple notes on multi-player games which are not Dippy variants. A number of other publishers have been mentioning Ed Jacoutot's Europe '39, and some of you may have sent him 50¢ for a copy of the rules. You are going to have a wait. Ed tells me that he and a fellow designer who is GMing a variant of E 39 are discussing rule changes which will go into the revised edition, which has not been printed as of this writing. They've been discussing for many months already, so it may be a while before the rules are distributed. I will review the game when it arrives.

John Boyer, 117 Garland Drive, Carlisle, Pa. 17013 is going to run three connected games in Aquarius. One will be a regular Diplomacy game, but like the other games there will be great stress on press releases. The second will be a Bourse, or money market, based on the Diplomacy game. The third will be a Council of Nations game with a slight relation to the Diplomacy game. Subscribers may play in the Bourse or C of N game. The sub rate is 12 for 32. Game fee for all three, if there are any positions left, is 38 plus a \$2 position deposit.

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Work seems to be proceeding on the Handbook for Diplomacy that the IDA plans to have ready for Diplocon VI, which will take place June 22-24 in Chicago. When I enquired I found that Edi Birsan's initial outline included no provisions for variants, but he told Chic Hilliker that if anything could be found it would be included. Some of the variant people are getting together, and something should be produced. Also, some of us have been thinking of forming a loose organization for the primary supporters of variants. We will have to see what develops.

I thought I had five people for the Origins historical game, but one changed his mind, I fear. If so, I still need one more player to begin. Fee is a sub to BI plus \$1 psotion deposit, refunded if you don't quit.

72.13h

1938 attacks.

US A (Eynon) No attacks

FRA (McHoull) No moves received.

BRI (Caton) No attacks

RUS (Van De Graaf) No attacks

GER (Roseman) No attacks.

Ger places U in Rus. Rus places U in Ger. Paul McHoull has a lot of trouble with slow mail, and the current snowstorm may not have helped. Anyway, Jim Gac, 552 Oaklawn, Chula Vista Calif. 92010 is asked to submit standby moves for France. For deadline see 73Ad1.

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If you've got \$4 handy let me recommend again Starlord, available from Lee Elmendorf, 1 Mass. Ave., Worcester, Mass. 01609. Add 50¢ for first class mailing.

72.9h wrapup is delayed until another ish.

Andy Phillips suggested in Shaaft that code words might be used to help defeat the problem of slow mails. Often allies do not have time to discuss moves thoroughly before the deadline. One player could then suggest alternative possible moves, with a code word for each. The second could then choose the alternative he prefers and gives the corresponding code word. The first player meanwhile submits conditional orders for each possibility along with the code words which trigger each set. Of course each player can stab the other by using the wrong code word or the "right" code word with a different set of orders. The only thing the code-word system does is effectively add a number of days to negotiation time. I am willing to use this system if the players desire, but I'll have to get some positive feedback before I'll add it to the House Rules. With 19-20 days between deadlines the system shouldn't be necessary, but during the summer I may cut the deadline length quite a bit.

This is the last issue of your sub

This is the next to last issue of your sub _____

Lewis Pulsipher
329 Twin Towers
Albion Michigan 49224

First class

Return requested

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RICHARD HULL
4720 CLOYNE APT #2
OXNARD, CALIF. 93030